

Agenda

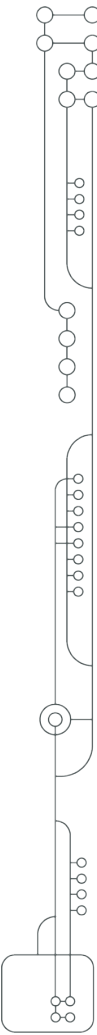
- ▶ About EVERFI
- ▶ Instructional Resources
- ▶ Getting Started



Do Now

Please take 2-3 minutes to answer these questions...I will ask for people to share out.

- **What makes blended learning resources valuable?**
- **What do you *want* from blended learning resources?**
- **What concerns do you have about blended learning resources?**





**About
EVERFI**

EVERFI K-12

With a network of 20,000+ schools and hundreds of partners who share our mission, EVERFI delivers engaging digital resources, free of charge so teachers can equip students with critical skills for success beyond the classroom.



Financial Education

STEM Exploration

Citizenship & Diversity

Career Success

Health & Wellness

Summer Learning

Vault
Understanding Money
4-6th Grade
6 Lessons
2.5 Hours **e**

Hockey Scholar
Math Edition and
Science Edition
5-8th Grade
6 Lesson each
3-5 Hours **e m**

Commons
Civic Engagement
8-10th Grade
10 Lessons
5 Hours **m h**

Venture
Entrepreneurial
Expedition
7-10th Grade
4 Lessons
2-2.5 Hours **m h**

Healthier Me
Nutrition & Wellness
1st-4th Grade and
6-8th Grade
2 Lessons
1 Hour **e m**

Summer Slugger
Math & Literacy
4-5th Grade
36 Lessons
7-9 Hours **e**

FutureSmart
6-8th Grade
7 Lessons
3-3.5 Hours **m**

Ignition
Digital Citizenship
6-9th Grade
7 Lessons
3-4 Hours **m h**

306
African-American
History
9-12th Grade
15 Lessons
2.5-3 Hours **h**

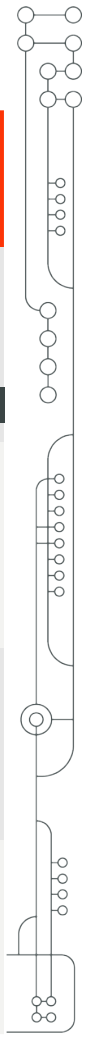
Healthy Relationships
Character Education
7-9th Grade
6 Lessons
2-3Hours **m h**

EVERFI
Financial Literacy
9-12th Grade
9 Lessons
6-8 Hours **h**

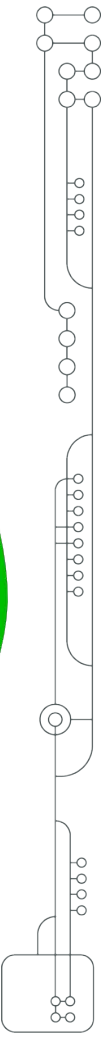
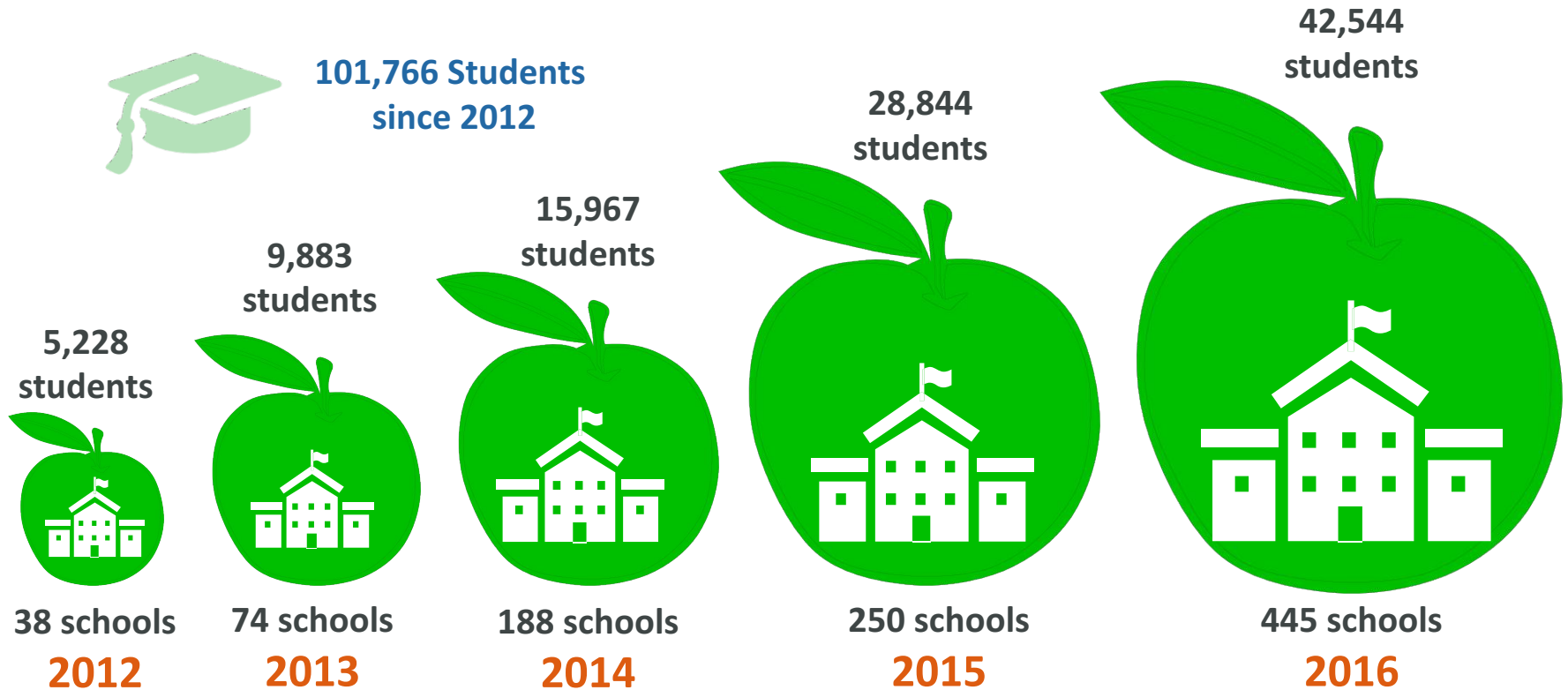
Endeavor
STEM Literacy &
Career Exploration
7-9th Grade
3 Lessons
2-3 Hours **m h**

AlcoholEdu
for High School
9-12th Grade
5 Lessons
2 Hours **h**

R_x Drug Abuse Prevention
9-12th Grade
6 Lessons
30-45 Minutes **h**



Missouri Statewide Program Adoption



How are the resources free?

Curriculum is Available at No Cost
Including annual updates and improvements



Free Professional Development
Including ongoing support and unlimited student licenses



Scholarship opportunities
MBEA and EVERFI Scholarships for students



Endeavor

STEM Literacy & Career Exploration



At-a-Glance

STEM is everywhere, and we want students to see that. Through interactive problem-based scenarios, this course takes students into the science, technology, engineering, and math behind their world, and introduces them to inspiring careers they never knew existed.

Grade Level: 6th - 9th

Course Length: 1.5-2 hours

Aligns with Common Career Technical Core, Next Generation Science Standards, Common Core Math

Course Topics

- Big Data and the Internet of Things
- Future of Manufacturing and Design
- The Algorithms behind Recommendations

Course Highlights

- Interactive problem solving-based activities
- Field guide with career profiles and personalized action plan
- Diagnostic profile with recommended career paths
- Pre and Post Assessments



More about me...

You're asked to lead a group project. How do you feel about it?



Submit

Great Work!

Based on your answers to this self assessment, your type is **Architect**. Architects are visionary individuals who imagine and design the future. Imaginative yet analytical, Architects approach their work in an organized manner without letting their process get in the way of their next big idea!

Who else is this type?





MY LEARNING STYLE

Detective

Super curious individuals, Detectives often wonder about the world around them and want to know how and why things happen. Detectives investigate existing problems and new ideas in a methodical and objective manner.

[RETAKE QUIZ](#)

How I approach people:

I like being part of a team.

How I approach process:

I like being organized.

How I approach problems:

I approach problems mostly with my heart.

MY SKILLS



Critical Thinking



Math



Communication



Time Management



Creativity



Decision Making



Anal



MY CAREER REPORT

These are the careers you have added to your Field Guide. Click on them to learn more and see next steps.



Electrical Engineering Technician



Business Intelligence Analyst



Product Manager



Clinical Research Coordinator



EXPLORE POTENTIAL CAREERS

Use the filters on this search page to find new careers to add to your Career Report. Search by your learning type, education or skills required.

Select Learning Type



Select Education



Select Skill Required



Industrial Designer

Design products for commercial production such as toys, consumer appliances, furniture, or cars.



Quality Control Analyst

Work with a manufacturing team to test raw materials and finished products. Make sure all materials and products are safe and meet...



Mechanical Engineering Technologist

Work with mechanical engineers to accomplish a variety of engineering projects including work on design, machines, or construction.



Information Security Analyst



CNC Programmer

Develop programs to control machining or processing of metal or plastic parts by automatic machine tools, equipment, or systems.

Sample Projects

- Program manufacturing equipment to cut out multiple parts for a new technology device.
- Design a program that cuts out pieces for recycled furniture.

Skills Required



Programming



Monitoring



Problem Solving

Education Required

Post-secondary
Certificate or
Associate's Degree

Average Salary

\$48,990

Next



Description

How To Get There



Business Intelligence Analyst

Analyze business data and identify trends and patterns in order to make financial and marketing recommendations.

SAMPLE PROJECTS



Analyze the top technology trends and make suggestions about future products to design.

EDUCATION

Bachelor's Degree

SKILLS REQUIRED



Critical Thinking



Reading Comprehension



Analysis

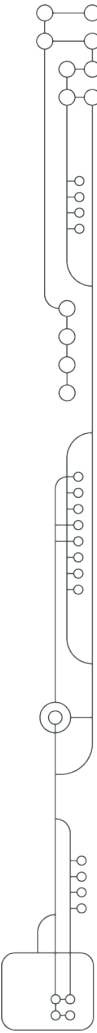
AVERAGE SALARY

\$85,240

In My Career Report



Perfect Playlist



Module

Course Introduction and About Me

Lesson Description

Learners are introduced to the course and complete an interactive self-assessment where they dig deeper into their interests, skills, and aptitudes. Learners connect their resulting STEM profile to several career opportunities.

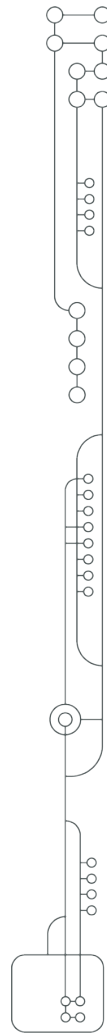
Topics

- Course Introduction
- Self-exploration
- STEM Career Exploration

Learning Objectives

“Students will be able to...”

- Gain insight into their skills, interests, and aptitudes
- Identify STEM careers of interest



Module

Designing the Ultimate Prototype

Lesson Description

Learners explore advanced manufacturing techniques by designing and rapidly prototyping a custom sneaker. Through iterative design, learners will link the design process to the high-tech manufacturing techniques shaping the future of production.

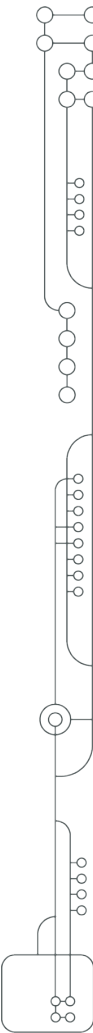
Topics

- Engineering Design Process
- Materials and material science
- 3D printing process

Learning Objectives

“Students will be able to...”

- Solve a virtual engineering problem from a set of constraints
- Explain the basic process for additive 3D printing
- Identify the steps of the design process and explain how it is utilized by designers and engineers



Connecting the Home of the Future

Lesson Description

Learners are introduced to the course and complete an interactive self-assessment where they dig deeper into their interests, skills, and aptitudes. Learners connect their resulting STEM profile to several career opportunities.

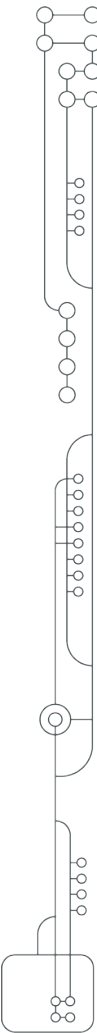
Topics

- Classifying data
- Interpreting/ analyzing data
- Password security
- Connected devices/iOT

Learning Objectives

“Students will be able to...”

- Gain insight into their skills, interests, and aptitudes
- Identify STEM careers of interest





Nature Calls - Brett Scott

TAGS:

Country

Happy



TAG GLOSSARY

Meet Manny



As you're getting your playlist sea legs, let's start by creating a playlist for one listener, Manny. We already know some information, or **user data**, about Manny based on his previously played songs and visited websites. But we'll need your analysis skills to determine which new songs he would enjoy listening to on his next playlist.

NEXT



Nature Calls - Brett Scott

TAGS:

Country

Happy



TAG GLOSSARY



Manny's Playlist

Upbeat

? + ?

Country Love - Brett Scott

-
-
-
-
-

We've identified a tag that Manny might like, but since the recommendation engine knows some *but not enough* information, it's your job to determine whether Manny will like particular songs in the database and curate a playlist for him.



TAG GLOSSARY



Manny's Playlist

- Upbeat ? +
- ? + ? +

Country Love - Brett Scott

Nature Calls - Brett Scott TAGS: Country Happy



Empty playlist slots



Nature Calls - Brett Scott

TAGS:

Country

Happy



TAG GLOSSARY

Manny's Playlist



Upbeat

? +

? +

? +

- Country Love - Brett Scott
- Calming Winds - Dolly Brooks
-
-
-
-



Instructional text goes here.

TAG GLOSSARY

Content Filtering



Good job! As you make decisions based on similar meta tags, you're practicing **content filtering**, a data filtering method that based on making recommendations based on items with similar tags, properties or keywords.

Content filtering is used to suggest items that are similar in type. For example, if you searched for a new sweater online one day, the next time you're online you might see ads for other sweater designs or for different items from the same store.

NEXT

Nature Calls - Brett Scott



Trash a song to get a new song or remove it from a playlist.

Song Title

Artist Name

TAGS:

Classical

Happy



TAG GLOSSARY

Kia's Playlist



Classical ? +

? + ? +

Justin's Playlist



Upbeat Dance Hits

Dr Drop Hip Hop

Aurielle's Playlist



Hip Hop Upbeat

J Why Energizing

- Flute Quartet - James Valde
- The Forest - Lou Van Amadus
- Morning Awake - Anton Struss
- Cool Voyage - Ella Fond
- Morning Awake - Anton Struss
- Cool Voyage - Ella Fond

- Dance Mixup - The Uni-horns
- Calming Winds - Dolly Brooks
- Pump up the Party - Ice Ring
- I Want to Dance - Katie Pearl

- All the Ways We Show - J Why
- The City is Alive - Ice Ring
- I Feel the Energy - J Why
- City Beats - Dr Drop



Ignition

Digital Literacy & Responsibility™



Highlights

- 7 modules, 30-45 minutes each
- Typically placed in Computer/Technology classes
- Nuts and bolts of how technology works
- Virtual environments and simulations to tackle Digital Citizenship issues
- Interactive My Digital Life capstone game

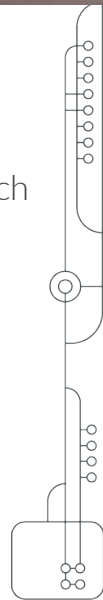
Grade Level: 6th - 9th

Course Length: 3-4 hours

Aligns with State and ISTE Standards and fulfills CIPA objectives

Topics Areas

- Digital Footprint
- Internet Safety
- Cyberbullying
- Conducting Online Research
- Digital Time Management
- STEM Careers



Module Flow

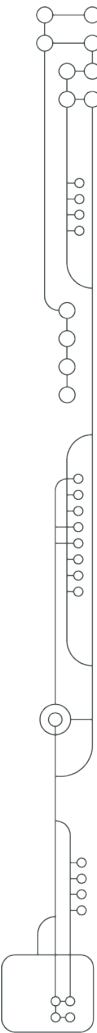
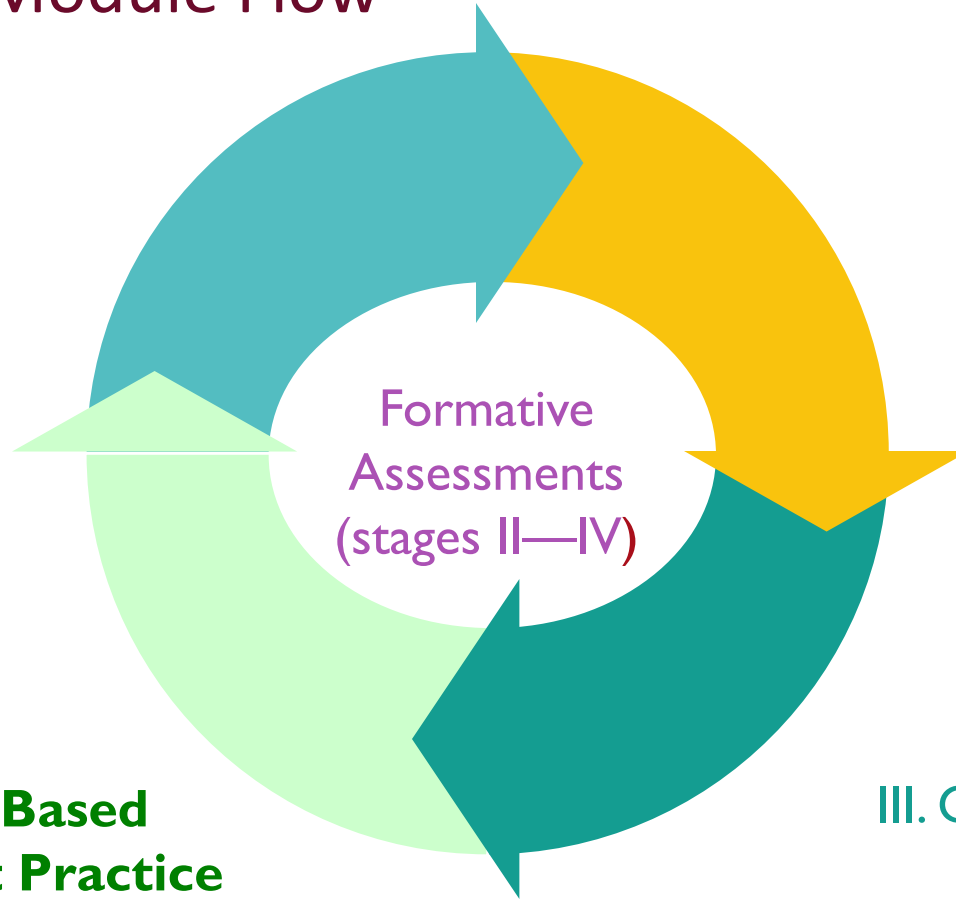
I. Assessment

II. Explicit Direct Instruction

III. Guided Practice

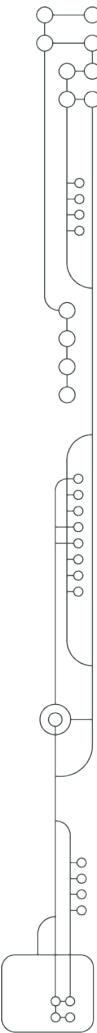
IV. Application Based Independent Practice

Formative Assessments
(stages II—IV)



Teacher Gradebook

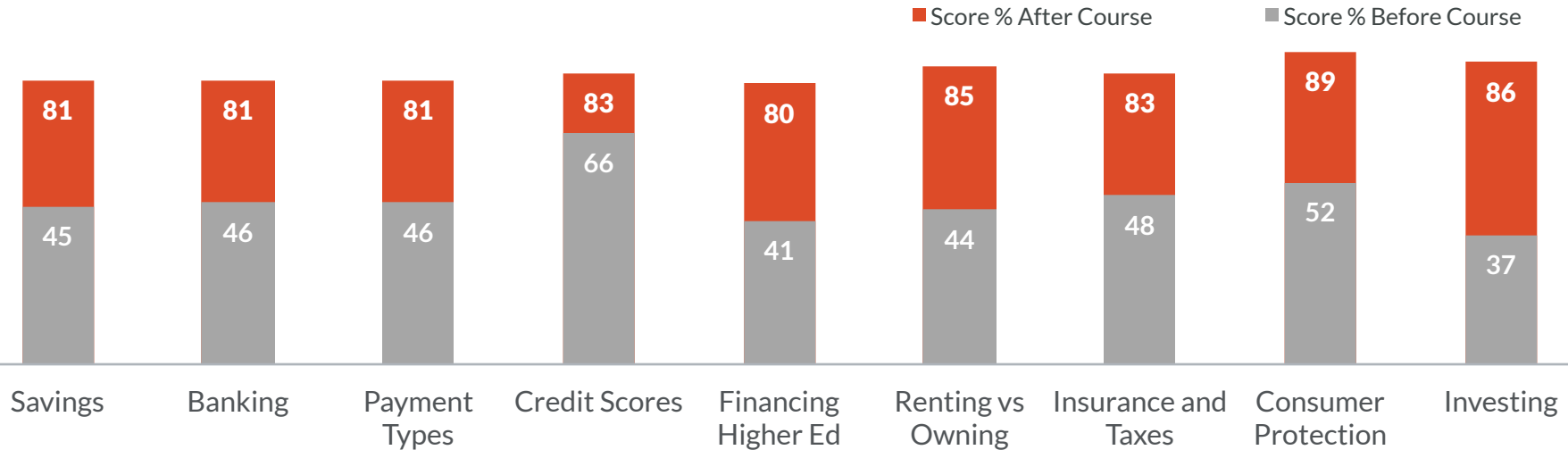
	Savings	Banking	Payment Types	Credit Scores	Higher Education	Renting Vs. Owning	Insurance & Taxes	Consumer Protection	Investing	Certified
lybrig...	90	80	80	80	90	80	90	100	80	YES
dyrivet	70	70	70	70	80	70	70	80	80	YES
ndex	70	80	90	80	90	100	70	90	100	YES
1ahwh...	100	90	80	90	80	80	70	100	80	YES
herm...	80	80	80	100	70	80	80	90	80	YES
smcch...	80	80	90	100	90	100	90	90	70	YES
oncra...	80	90	80	80	90	80	100	80	100	YES
oyhut...	100	80	90		100	80	100		90	NO



2016-2017 FINANCIAL EDUCATION IMPACT REPORT

KNOWLEDGE GAIN

After taking *EverFi-Financial Literacy*™, Indiana students increased their scores on assessment tests by an average of 76%. Here is how they performed, by topic:



Students showed the most gain in Investing and Financing Higher Education.

2016-2017 FINANCIAL EDUCATION IMPACT REPORT

After taking *EverFi - Financial Literacy*[™] students are more confident and better prepared to make the financial decisions that they will face as they move through their teen years and into young adulthood.

67%

Decide how much of their money to spend and how much to save. **Up 10% from before the course.**

Choose the right type of bank account

for their money. Up 47% from before the course.

69%

69%

Know which payment type to use for a purchase.

Up 28% from before the course.

Check their credit score and understand

what it means. Up 105% from before the course.

61%

62%

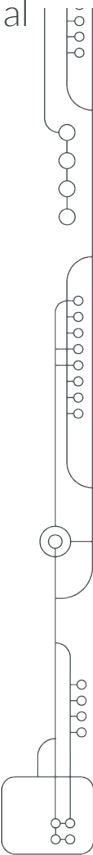
Apply for financial aid or loans to help

pay for college. Up 124% from before the course.

Decide whether to rent or buy a home

in the future. Up 25% from before the course.

63%



Educator Benefits

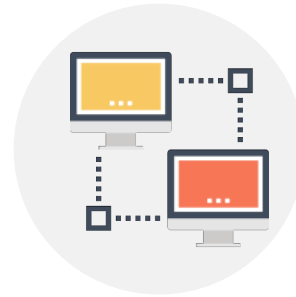
In addition to interactive digital resources aligned to your state standards, educators also receive:



Real time reporting to see your students' baseline knowledge and growth



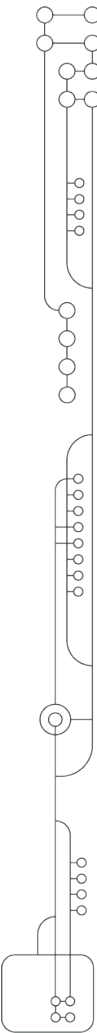
Lesson plans and discussion questions



Access to EVERFI's ever-growing library of digital curriculum



Student scholarship opportunities



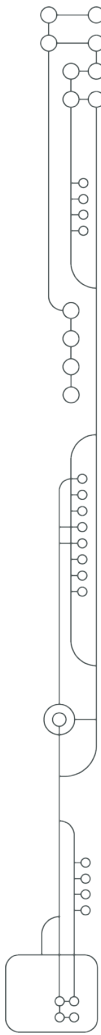
Certified Teacher Program

"I use EVERFI resources because they put **real life scenarios** in an educational context. My students can learn at their own pace, and are **fully engaged** in the program. The units I teach are enhanced by the modules and I can monitor all their progress with a few mouse clicks."



Eileen Lennon
Technology Educator
New York City Public Schools

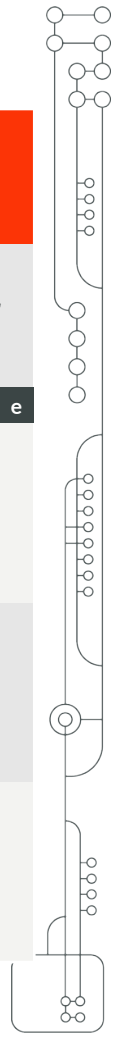
- ▶ BloomBoard Micro-Credentials available in Financial Education and STEM



The background is a dense, intricate line-art illustration. It features a network of interconnected nodes and lines, resembling a circuit board or a data network. Several human profiles are integrated into the design, some with circular heads containing icons like a lightbulb or a brain, symbolizing thought and learning. There are also various data-related symbols such as pie charts, bar graphs, and clusters of dots. The overall aesthetic is clean, modern, and technical.

Instructional Resources

Financial Education	STEM Exploration	Citizenship & Diversity	Career Success	Health & Wellness	Summer Learning
Vault Understanding Money 4-6 th Grade e	Hockey Scholar Math Edition and Science Edition 5-8 th Grade e m	Commons Civic Engagement 8-10 th Grade m h	Venture Entrepreneurial Expedition 7-10 th Grade m h	Healthier Me Nutrition & Wellness 1st-4 th Grade and 6-8 th Grade e m	Summer Slugger Math & Literacy 4-5 th Grade e
FutureSmart 6-8 th Grade m	Ignition Digital Citizenship 6-9 th Grade m h	306 African-American History 9-12 th Grade h		Healthy Relationships Character Education 7-9 th Grade m h	
EVERFI Financial Literacy 9-12 th Grade h	Endeavor STEM Literacy & Career Exploration 7-9 th Grade m h			AlcoholEdu for High School 9-12 th Grade h	
				R_x Drug Abuse Prevention 9-12 th Grade h	





**Moving
Critical Skills
Forward**

EverFi

Financial Literacy™
For High School



Highlights

- 9 modules, 45 minutes each
- Typically placed in Economics, Business or CTE classes
- Real-life guided practice simulations, like filling out the FAFSA or 1040-EZ forms
- Ability to share budgeting & higher education information with parents

Grade Level: 9th - 12th

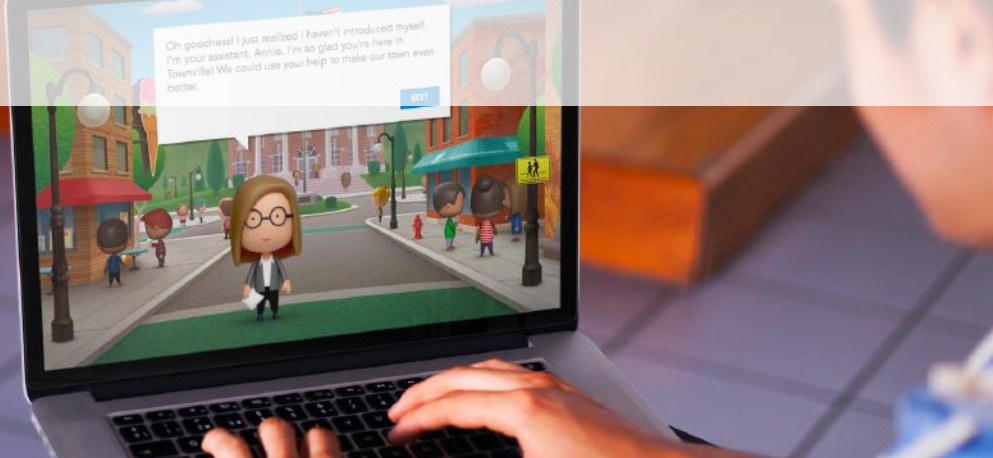
Course Length: 6 - 8 hours

Aligns with state and national Jump\$tart and Common Core standards

Topics Areas

- Saving
- Banking
- Payment Types
- Credit Score
- Financing Higher Education
- Renting vs. Owning
- Taxes and Insurance
- Consumer Protection
- Investing





Highlights

- 7 modules, 30 minutes each
- Typically placed in Economics, Business or Social Studies classes
- Simulation-based learning embedded with real-world decisions
- Companion mobile app to reinforce positive financial behaviors

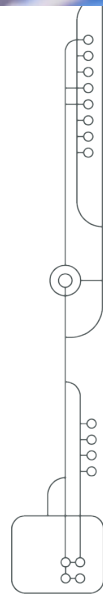
Grade Level: 6th - 8th

Course Length: 3 - 3.5 hour

Aligns with Jump\$tart, NCSS, and State Academic Standards

Topics Areas

- Financial Values & Goal-Setting
- Budgeting and Opportunity Costs
- Saving and Investing
- Payment Types
- Banking
- Risk vs. Return
- Planning for the Future



Vault

Understanding Money™
for Grade School



Highlights

- 6 modules, 30 minutes each
- Typically placed in Math, Social Studies or Technology class
- Embedded, performance-based games
- Personalized offline goal-setting activities
- Supplemental lesson plans for teachers

Topics Areas

- Savings Plans
- Setting Financial Goals
- Taxes
- Income
- Budgeting
- Credit vs. Cash
- Managing Risk
- Investing
- Borrowing
- Needs & Wants

Grade Level: 4th - 6th

Course Length: 2.5 hours

Aligns with state and national Jump\$art standards





Highlights

- 10 modules, 25 minutes each
- Typically placed in Government, Social Studies, or ELA classes
- Real-life guided practice simulations
- Embedded iCivics games to reinforce and extend course content
- Guided persuasive writing capstone activity

Grade Level: 7th - 10th

Course Length: 5 hours

Standards: National Curriculum Standards for Social Studies, CCSS ELA

Topics Areas

- Rights of U.S. Citizens
- Structure and Branches of U.S. Government
- Elections and Voting
- Juries and the Courts
- Persuasive Writing and Debate
- Taxes and Budgets
- Duties of Elected Officials



306

African-American History™



Highlights

- 15 modules, 5-10 minutes each
- Typically placed in Social Studies or ELA classes
- Short vignettes focused on a specific person, event, or theme
- Capstone project constructing an essay around a key theme from the course

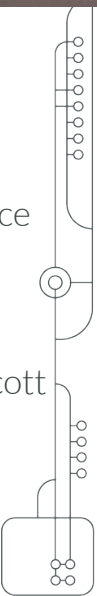
Grade Level: 9th - 12th

Course Length: 2.5-3 hours

Aligns with state and national JumpStart and Common Core standards

Topics Areas

- Trans-Atlantic Slave Trade
- Underground Railroad
- Phyllis Wheatley
- Frederick Douglass
- Hiram Revels
- Tuskegee Institute
- W.E.B. De Bois
- The Harlem Renaissance
- Brown vs. Board of Education
- Montgomery Bus Boycott
- The Freedom Rides
- March on Washington



Venture

Entrepreneurial Expedition™



Highlights

- 4 lessons, 20-45 minutes each
- Typically placed in Business classes
- Interactive Personal Diagnostic
- Personalized Food Truck Business Simulation
- Create an e-portfolio – a dynamic visual representation of their business pitch & career goals

Grade Level: 7th-10th grade

Course Length: 2-2.5 hours

Aligns with Jump\$tart, CEE, Common Core state standards

Topics Areas

- Budgeting and Building Startup Capital
- Generating Business Ideas
- Market Research
- Growing a Business
- Finances: The Cost of Doing Business
- Marketing: Promoting your Business
- Creating your Business Pitch



Healthier Me

Wellness Fundamentals for Middle School



At-a-Glance

Healthy lifestyles start early, when our eating habits and fitness routines are just forming. This course turns familiar scenarios into teachable moments to build healthy behaviors students can use throughout their lives. From building a balanced plate to making decisions at the grocery store, students will learn to become a Healthier Me.

Grade Level: 6th - 8th

Course Length: 30 - 40 minutes (with surveys)

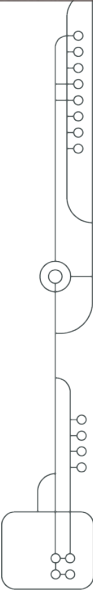
Aligns with National Health Education Standards (NHES),
USDA Dietary Guidelines

Course Highlights

- Interactive scenarios to model and reinforce healthy behaviors
- Rich illustration and character animations to keep learners engaged
- Real-world food and nutrition choices

Course Topics

- Making healthy decisions
- Eating well-balanced meals
- Nutritional properties of foods
- Setting Health-Related Goals



Healthier Me

Wellness Fundamentals for Elementary School



At-a-Glance

Healthy lifestyles start early, when our eating habits and fitness routines are just forming. This course turns familiar scenarios into teachable moments to build healthy behaviors students can use throughout their lives. From building a balanced plate to identifying the activities that will improve their endurance, students will learn to become a Healthier Me.

Grade Level: 1st - 4th

Course Length: 20 – 25 minutes

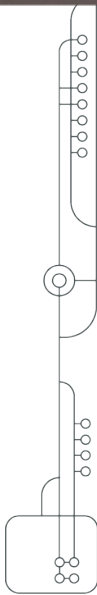
Aligns with National Health Education Standards (NHES),
USDA Dietary Guidelines

Course Highlights

- Interactive scenarios to model and reinforce healthy behaviors
- Rich illustration and character animations to keep learners engaged
- Real-world food and fitness choices

Course Topics

- Making healthy decisions
- Eating well-balanced meals
- Nutritional properties of foods
- Benefits of physical activity





Summer Slugger

Literacy and Math Reinforcement

Highlights

- 36 individual games, each lasting around 10 minutes*
- Interactive, gamified, mobile-friendly, baseball-themed activities
- Motivation through points, levels, and progress-based rewards
- Bonus challenges focusing on social-emotional, physical, and community-based tasks

Grade Level: 4th - 5th

Length: 6 hours

Aligns with Common Core State Standards (CCSS) and National Standards

Topics Areas

- Units of Measure
- Place Value
- Arithmetic
- Geometry
- Spelling
- Phonemic Awareness
- Vocabulary
- Comprehension

* Games can be released at weekly intervals, or all at once



Healthy Relationships



Highlights

- 6 modules, 30 minutes each
- Typically placed in Health, Social Studies, or English class
- Covers key concepts around positive character development, social-emotional learning (SEL), and healthy relationships
- True-to-life scenarios including bystander intervention strategies and positive relationship examples

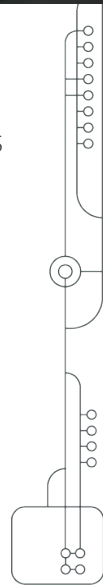
Grade Level: 7th - 9th

Course Length: 2 - 3 hours

Aligns with National Health Education Standards (NHES), CASEL Social and Emotional Learning Competencies, Common Core State Standards (CCSS)

Topics Areas

- Analyzing Influences
- Understanding and Managing Emotions
- Communicating Effectively
- Resolving Conflicts
- Stepping In
- Making Decisions





FUTURE GOALS™

POWERED BY EVERFI

Hockey Scholar™



Highlights

- 12 modules, 20 minutes each
- Typically placed in Math and Science classes
- Utilizes game of hockey to explore real-life STEM concepts
- Each module structured to reinforce Scientific Method
- Bonus STEM Career video content

Grade Level: 4th - 7th

Course Length: 3 - 5 hours

Aligns with State & Provincial Math/Science standards, NGSS, & CCSS Math

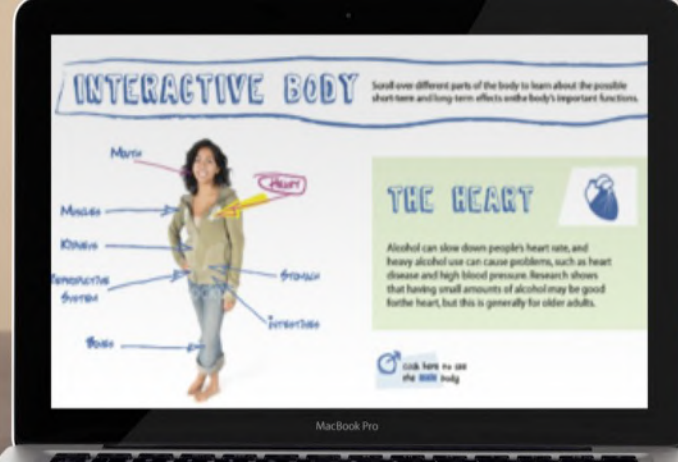
Topics Areas

- Experimental Variables
- Data & Graphical Analysis
- Calculating Area
- Kinetic & Potential Energy
- Phases of Matter
- Types of Forces
- Body Systems
- Distance vs. Time
- Geometric Constructions
- Coordinate Planes



AlcoholEdu™

for High School



Highlights

- 10 modules, 10 minutes each
- Typically placed in Health or Physical Education classes
- Goal-setting tools & Adaptive Pathing
- Pre- and post- behavioral survey data for your school
- Companion parent course

Grade Level: 9th - 12th
Length: 2 hours

Topics Areas

- Peer Pressure
- Making Good Decisions
- Media Influence
- Underage Drinking Laws
- Bystander Behaviors
- Blood Alcohol Concentration
- Alcohol & the Brain
- Goal-Setting
- Addiction
- Tips for Talking to Parents



Prescription Drug Abuse Prevention for High School



At-a-Glance

Prescription Drug Abuse Prevention is an innovative digital course that arms high school students with the knowledge and tools to make healthy, informed decisions when it comes to prescription medications. Through interactive scenarios and self-guided activities, students learn the facts about drugs, how to properly use and dispose of them, and how to step step in when faced with a situation involving misuse

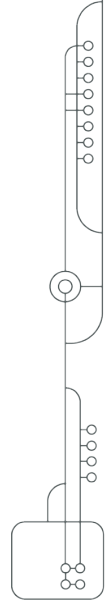
Grade Level: 9th - 12th
Course Length: 30-45 minutes
Aligns with National Health Education Standards (NHES)

Course Highlights

- Evidence-based, public health approach to learning
- Interactive, true-to-life scenarios that reinforce key learning objectives
- Supplemental lesson plans

Course Topics

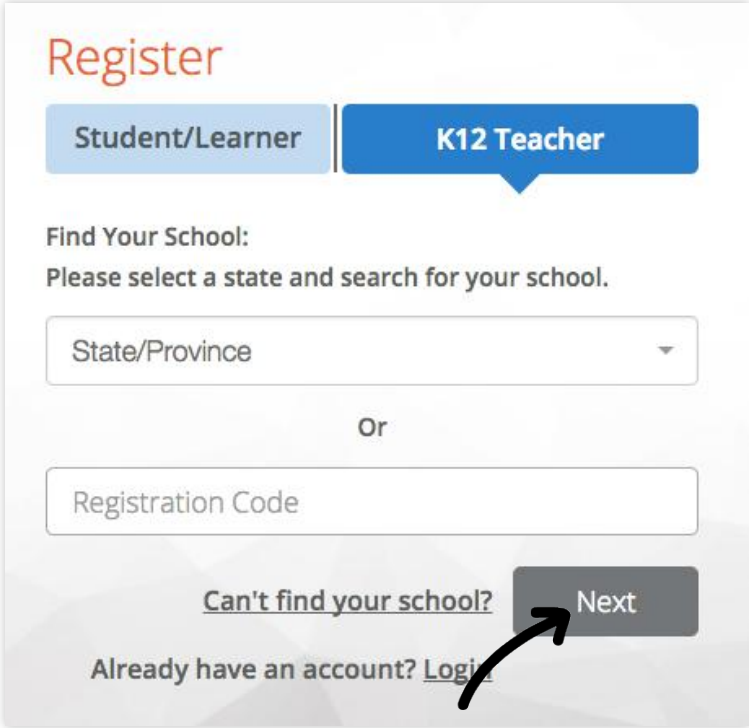
- Opioids, stimulants, and depressants
- Proper prescription drug use, storage, and disposal
- Brain and body: the science of addiction
- Simulations: refusal and bystander skills



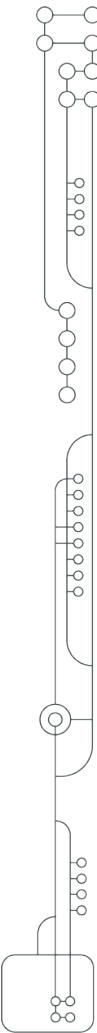
Registration

www.everfi.com/login

- ▶ Click “register”
- ▶ Select K-12 Teacher
- ▶ Find Your State
- ▶ Enter Your School



The screenshot shows the registration interface. At the top, the word "Register" is displayed in orange. Below it are two buttons: "Student/Learner" (light blue) and "K12 Teacher" (dark blue), with the latter being selected. The main heading is "Find Your School:" followed by the instruction "Please select a state and search for your school." There is a dropdown menu labeled "State/Province" with a downward arrow. Below this is the word "Or" and a text input field labeled "Registration Code". At the bottom, there is a link "[Can't find your school?](#)" and a dark grey button labeled "Next" with a black arrow pointing to it. At the very bottom, there is a link "[Already have an account? Login](#)".



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